

EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
S1	3586	database with (replicat\$3)	US-PGPUB; USPAT; USOCR; EPO; IBM_TDB	OR	ON	2006/06/16 16:46
S2	5	database with (replicat\$3) same (originat\$3 adj (server or process))	US-PGPUB; USPAT; USOCR; EPO; IBM_TDB	OR	ON	2006/06/16 17:00
S3	4	database with (replicat\$3) same unread	US-PGPUB; USPAT; USOCR; EPO; IBM_TDB	OR	ON	2006/06/16 17:12
S4	4	database with (replicat\$3) same un\$read	US-PGPUB; USPAT; USOCR; EPO; IBM_TDB	OR	ON	2006/06/16 17:12
S5	4	database with (replicat\$3) same (un\$read or un\$viewed)	US-PGPUB; USPAT; USOCR; EPO; IBM_TDB	OR	ON	2006/06/16 17:22
S6	4	database same (replicat\$3) same (un\$read or un\$viewed)	US-PGPUB; USPAT; USOCR; EPO; IBM_TDB	OR	ON	2006/06/16 17:23
S7	4	data\$base same (replicat\$3) same (un\$read or un\$viewed)	US-PGPUB; USPAT; USOCR; EPO; IBM_TDB	OR	ON	2006/06/16 17:23
S8	4	server same (replicat\$3) same (un\$read or un\$viewed)	US-PGPUB; USPAT; USOCR; EPO; IBM_TDB	OR	ON	2006/06/18 13:20
S9	9	(replicat\$3) same (un\$read or un\$viewed)	US-PGPUB; USPAT; USOCR; EPO; IBM_TDB	OR	ON	2006/06/18 13:22

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S10	14	unread adj mark	US-PGPUB; USPAT; USOCR; EPO; IBM_TDB	OR	ON	2006/06/18 14:40
S11	32	(server adj name) with hash	US-PGPUB; USPAT; USOCR; EPO; IBM_TDB	OR	ON	2006/06/18 13:58
S12	1	("20050131967").PN.	US-PGPUB; USPAT; USOCR; EPO	OR	OFF	2006/06/18 13:24
S13	1	(server adj name) with hash same collision	US-PGPUB; USPAT; USOCR; EPO; IBM_TDB	OR	ON	2006/06/18 13:58
S14	3	(server adj name) with hash and collision	US-PGPUB; USPAT; USOCR; EPO; IBM_TDB	OR	ON	2006/06/18 13:58
S15	3947	database with (replicat\$3)	US-PGPUB; USPAT; USOCR; EPO; IBM_TDB	OR	ON	2006/11/15 18:52
S16	6	database with (replicat\$3) same (originat\$3 adj (server or process))	US-PGPUB; USPAT; USOCR; EPO; IBM_TDB	OR	ON	2006/11/15 19:02
S17	4	database with (replicat\$3) same unread	US-PGPUB; USPAT; USOCR; EPO; IBM_TDB	OR	ON	2006/11/15 18:52
S18	4	database with (replicat\$3) same un\$read	US-PGPUB; USPAT; USOCR; EPO; IBM_TDB	OR	ON	2006/11/15 18:52
S19	4	database with (replicat\$3) same (un\$read or un\$viewed)	US-PGPUB; USPAT; USOCR; EPO; IBM_TDB	OR	ON	2006/11/15 18:52

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S20	4	database same (replicat\$3) same (un\$read or un\$viewed)	US-PGPUB; USPAT; USOCR; EPO; IBM_TDB	OR	ON	2006/11/15 18:52
S21	4	data\$base same (replicat\$3) same (un\$read or un\$viewed)	US-PGPUB; USPAT; USOCR; EPO; IBM_TDB	OR	ON	2006/11/15 18:52
S22	4	server same (replicat\$3) same (un\$read or un\$viewed)	US-PGPUB; USPAT; USOCR; EPO; IBM_TDB	OR	ON	2006/11/15 18:52
S23	9	(replicat\$3) same (un\$read or un\$viewed)	US-PGPUB; USPAT; USOCR; EPO; IBM_TDB	OR	ON	2006/11/15 18:52
S24	1	("20050131967").PN.	US-PGPUB; USPAT; USOCR; EPO	OR	OFF	2006/11/15 18:52
S25	34	(server adj name) with hash	US-PGPUB; USPAT; USOCR; EPO; IBM_TDB	OR	ON	2006/11/15 18:52
S26	1	(server adj name) with hash same collision	US-PGPUB; USPAT; USOCR; EPO; IBM_TDB	OR	ON	2006/11/15 18:52
S27	3	(server adj name) with hash and collision	US-PGPUB; USPAT; USOCR; EPO; IBM_TDB	OR	ON	2006/11/15 18:52
S28	15	unread adj mark	US-PGPUB; USPAT; USOCR; EPO; IBM_TDB	OR	ON	2006/11/15 18:52
S29	83	database with (replicat\$3) and (originat\$3 adj (server or process))	US-PGPUB; USPAT; USOCR; EPO; IBM_TDB	OR	ON	2006/11/15 19:02

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S30	0	database with (replicat\$3) and (originat\$3 adj (server or process)) near2 identification	US-PGPUB; USPAT; USOCR; EPO; IBM_TDB	OR	ON	2006/11/15 19:03
S31	3	database with (replicat\$3) and (originat\$3 adj (server or process)) near2 (identification name)	US-PGPUB; USPAT; USOCR; EPO; IBM_TDB	OR	ON	2006/11/15 19:03
S32	8	database with (replicat\$3) and (originat\$3 adj (server or process)) near4 (identification name)	US-PGPUB; USPAT; USOCR; EPO; IBM_TDB	OR	ON	2006/11/15 19:03
S33	8	database with (replicat\$3) and ((originat\$3 adj (server or process)) with (identification name))	US-PGPUB; USPAT; USOCR; EPO; IBM_TDB	OR	ON	2006/11/15 19:14
S34	1	(bounce-back bounced-back "bounce back" "bounced-back") with origina\$4 adj server	US-PGPUB; USPAT; USOCR; EPO; IBM_TDB	OR	ON	2006/11/15 19:15
S35	179	(bounce-back bounced-back "bounce back" "bounced-back") with origina\$4	US-PGPUB; USPAT; USOCR; EPO; IBM_TDB	OR	ON	2006/11/15 19:23
S36	1	(bounce-back bounced-back "bounce back" "bounced-back") with origina\$4 adj (server node)	US-PGPUB; USPAT; USOCR; EPO; IBM_TDB	OR	ON	2006/11/15 19:16
S37	1	(bounce-back bounced-back "bounce back" "bounced-back") with origina\$4 adj (server node database)	US-PGPUB; USPAT; USOCR; EPO; IBM_TDB	OR	ON	2006/11/15 19:16
S38	1	(bounce-back bounced-back "bounce back" "bounced-back") with origina\$4 near2 (server node database)	US-PGPUB; USPAT; USOCR; EPO; IBM_TDB	OR	ON	2006/11/15 19:16
S39	4	(bounce-back bounced-back "bounce back" "bounced-back") with originating	US-PGPUB; USPAT; USOCR; EPO; IBM_TDB	OR	ON	2006/11/16 11:29

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S40	4	(bounce-back bounced-back "bounce back" "bounced-back" "replicated back") with originating	US-PGPUB; USPAT; USOCR; EPO; IBM_TDB	OR	ON	2006/11/16 11:31
S41	234	(bounce-back bounced-back "bounce back" "bounced-back" "replicated back") with (originating original initial)	US-PGPUB; USPAT; USOCR; EPO; IBM_TDB	OR	ON	2006/11/16 11:30
S42	176	(bounce-back bounced-back "bounce back" "bounced-back" "replicated back") with (originating original)	US-PGPUB; USPAT; USOCR; EPO; IBM_TDB	OR	ON	2006/11/16 11:30
S43	176	(bounce-back bounced-back "bounce back" "bounced-back" "replicated back") with (originating original initiating)	US-PGPUB; USPAT; USOCR; EPO; IBM_TDB	OR	ON	2006/11/16 11:30
S44	4	(bounce-back bounced-back "bounce back" "bounced-back" "replicated back") with ((originating original) near2 (server node user database))	US-PGPUB; USPAT; USOCR; EPO; IBM_TDB	OR	ON	2006/11/16 11:32
S45	11	(bounce-back bounced-back "bounce back" "bounced-back" "replicated back") with ((originating original) with (server node user database))	US-PGPUB; USPAT; USOCR; EPO; IBM_TDB	OR	ON	2006/11/16 11:32

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1 Mobility: Flexible on-device service object replication with replets

 Dong Zhou, Nayeem Islam, Ali Ismael

 May 2004 **Proceedings of the 13th international conference on World Wide Web WWW '04**

Publisher: ACM Press

Full text available:  pdf(887.11 KB) Additional Information: full citation, abstract, references, index terms

An increasingly large amount of Web applications employ service objects such as Servlets to generate dynamic and personalized content. Existing caching infrastructures are not well suited for caching such content in mobile environments because of disconnection and weak connection. One possible approach to this problem is to replicate Web-related application logic to client devices. The challenges to this approach are to deal with client devices that exhibit huge divergence in resource ...

Keywords: capability, preference, reconfiguration, replication, service, synchronization

2 Optimal response time retrieval of replicated data (extended abstract)

 Ling Tony Chen, Doron Rotem

 May 1994 **Proceedings of the thirteenth ACM SIGACT-SIGMOD-SIGART symposium on Principles of database systems**

Publisher: ACM Press

Full text available:  pdf(776.74 KB) Additional Information: full citation, abstract, references, citations, index terms

This work deals with the problem of finding efficient access plans for retrieving a set of pages from a multi-disk system with replicated data. This paper contains two results related to this problem: (a) We solve the problem of finding an optimal access path by transforming it into a network flow problem. We also indicate how our method may be employed in dynamic environments where some (or all) of the disks have a preexisting load, are heterogeneous, and reside on different servers. (b) W ...

3 A coherent distributed file cache with directory write-behind

 Timothy Mann, Andrew Birrell, Andy Hisgen, Charles Jerian, Garret Swart

 May 1994 **ACM Transactions on Computer Systems (TOCS)**, Volume 12 Issue 2

Publisher: ACM Press

Full text available:  pdf(3.21 MB) Additional Information: full citation, abstract, references, citations, index terms, review

Extensive caching is a key feature of the Echo distributed file system. Echo client machines maintain coherent caches of file and directory data and properties, with write-behind (delayed write-back) of all cached information. Echo specifies ordering constraints on this write-behind, enabling applications to store and maintain consistent data structures in the file system even when crashes or network faults prevent some writes from being completed. In this paper we describe ...

Keywords: coherence, file caching, write-behind

4 MMConf: an infrastructure for building shared multimedia applications

 Terrénce Crowley, Paul Milazzo, Ellie Baker, Harry Forsdick, Raymond Tomlinson

September 1990 **Proceedings of the 1990 ACM conference on Computer-supported cooperative work**

Publisher: ACM Press

Full text available:  pdf(1.21 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)



5 Mobile objects in distributed Oz

 Peter Van Roy, Seif Haridi, Per Brand, Gert Smolka, Michael Mehl, Ralf Scheidhauer

September 1997 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 19 Issue 5

Publisher: ACM Press

Full text available:  pdf(484.83 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)



Some of the most difficult questions to answer when designing a distributed application are related to mobility: what information to transfer between sites and when and how to transfer it. Network-transparent distribution, the property that a program's behavior is independent of how it is partitioned among sites, does not directly address these questions. Therefore we propose to extend all language entities with a network behavior that enables efficient distributed programm ...

Keywords: latency tolerance, mobile objects, network transparency

6 Analysis methodology I: Quasi-Monte Carlo methods in cash flow testing simulations

Michael G. Hilgers

December 2000 **Proceedings of the 32nd conference on Winter simulation WSC '00**

Publisher: Society for Computer Simulation International

Full text available:  pdf(591.55 KB) Additional Information: [full citation](#), [abstract](#), [references](#)



What actuaries call *cash flow testing* is a large-scale simulation pitting a company's current policy obligation against future earnings based on interest rates. While life contingency issues associated with contract payoff are a mainstay of the actuarial sciences, modeling the random fluctuations of US Treasury rates is less studied.

Furthermore, applying standard simulation techniques, such as the Monte Carlo method, to actual multi-billion dollar companies produce a simulation that can ...

7 An overview of the design of Distributed Oz

 Seif Haridi, Peter Van Roy, Gert Smolka

July 1997 **Proceedings of the second international symposium on Parallel symbolic computation**

Publisher: ACM Press

Full text available:  pdf(1.89 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)



8 Experimental evaluation of dynamic data allocation strategies in a distributed database with changing workloads

Anna Brunstrom, Scott T. Leutenegger, Rahul Simha
December 1995 **Proceedings of the fourth international conference on Information and knowledge management**

Publisher: ACM Press

Full text available:  pdf(962.51 KB) Additional Information: full citation, references, citings, index terms

9 Turnover of information technology professionals: the effects of internal labor market strategies

Soon Ang, Sandra Slaughter
August 2004 **ACM SIGMIS Database**, Volume 35 Issue 3

Publisher: ACM Press

Full text available:  pdf(282.78 KB) Additional Information: full citation, abstract, references, index terms

Retaining information technology (IT) professionals is important for organizations, given the challenges in sourcing for IT talent. Prior research has largely focused on understanding employee turnover from an intra-individual perspective. In this study we examine employee turnover from a structural perspective. We investigate the impact on IT turnover of organizations' Internal Labor Market (ILM) strategies. ILM strategies include human resource rules, practices, and policies including hiring a ...

Keywords: internal labor market strategies, management of information technology workforce, recruitment and retention

10 Replication, caching and pub/sub: On the database/network interface in large-scale publish/subscribe systems

Badrish Chandramouli, Junyi Xie, Jun Yang
June 2006 **Proceedings of the 2006 ACM SIGMOD international conference on Management of data SIGMOD '06**

Publisher: ACM Press

Full text available:  pdf(335.28 KB) Additional Information: full citation, abstract, references, index terms

The work performed by a publish/subscribe system can conceptually be divided into subscription processing and notification dissemination. Traditionally, research in the database and networking communities has focused on these aspects in isolation. The interface between the database server and the network is often overlooked by previous research. At one extreme, database servers are directly responsible for notifying individual subscribers; at the other extreme, updates are injected directly into ...

Keywords: complex subscriptions, content-based forwarding network, publish/subscribe systems, query processing

11 Laser optical disk: the coming revolution in on-line storage

Larry Fujitani
June 1984 **Communications of the ACM**, Volume 27 Issue 6

Publisher: ACM Press

Full text available:  pdf(1.56 MB) Additional Information: full citation, abstract, citings, index terms

Commercially available only recently, the optical disk drive uses a laser beam to burn

impressions onto a plastic disk. Employing a highly focused beam rather than a diffuse magnetic field to write, the laser optical disk drive yields storage densities up to 10 times those of magnetic disks.

Keywords: applications for laser disk drives, laser disk drives versus magnetic disk drives, laser disks and the dawn of the information age, new technology, on-line secondary storage, on-line tertiary storage, optical disk space

12 Coping with inconsistency due to network delays in collaborative virtual environments

 Ivan Vaghi, Chris Greenhalgh, Steve Benford

December 1999 **Proceedings of the ACM symposium on Virtual reality software and technology**

Publisher: ACM Press

Full text available:  pdf(1.36 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Collaborative Virtual Environments (CVEs) are shared virtual spaces designed to enhance collaboration between the - usually remote - participants. The deployment of Collaborative Virtual Environments over wide area networks increases typical network delays, potentially breaking the consistency between the replicated versions of an environment at the participants' sites. This paper presents our qualitative observations of an experiment involving two players engaged in a virtual ball ...

Keywords: CVEs, collaborative virtual environments, consistency, distributed systems, network delay, perception of delay, transparency, user interfaces

13 Courses: Recreational computer graphics

 Andrew Glassner

July 2006 **Material presented at the ACM SIGGRAPH 2006 conference SIGGRAPH '06**

Publisher: ACM Press

Full text available:  pdf(13.82 MB)

Additional Information: [full citation](#), [abstract](#)

With computer graphics, we can expand our imaginations, explore the natural world, and create stunning shapes, images, textures, and patterns. This course looks at a variety of different topics that show how graphics can help us enjoy the wonder and beauty of the world we live in.

14 Session P8: nature visualization: Simulating fire with texture splats

Xiaoming Wei, Wei Li, Klaus Mueller, Arie Kaufman

October 2002 **Proceedings of the conference on Visualization '02**

Publisher: IEEE Computer Society

Full text available:  pdf(1.73 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We propose the use of textured splats as the basic display primitives for an open surface fire model. The high-detail textures help to achieve a smooth boundary of the fire and gain the small-scale turbulence appearance. We utilize the Lattice Boltzmann Model (LBM) to simulate physically-based equations describing the fire evolution and its interaction with the environment (e.g., obstacles, wind and temperature). The property of fuel and non-burning objects are defined on the lattice of the comp ...

Keywords: fire modeling, graphics hardware, lattice boltzmann model, textured splatting

15 Courses: Fluid simulation Robert Bridson, Ronald Fedkiw, Matthias Müller-FischerJuly 2006 **Material presented at the ACM SIGGRAPH 2006 conference SIGGRAPH '06****Publisher:** ACM PressFull text available:  pdf(1.92 MB) Additional Information: [full citation](#), [abstract](#)

Animating fluids like water, smoke, and fire by physics-based simulation is increasingly important in visual effects and is starting to make an impact in real-time games. This course goes from the basics of 3D fluid flow to the state of the art in graphics. Attendees will learn the core concepts of fluid flow, cutting-edge techniques, and implementation details. Slides, notes, and (where possible) example code will be provided.

16 Transparent forwarding: First steps Paul L. McCulloughDecember 1987 **ACM SIGPLAN Notices , Conference proceedings on Object-oriented programming systems, languages and applications OOPSLA '87**, Volume 22 Issue 12**Publisher:** ACM PressFull text available:  pdf(1.18 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Traditional object-oriented systems tend to be single-user. As we move from personal to interpersonal computing, we must look for ways to extend our programming paradigms. This research extends the Smalltalk-80 system to send messages transparently to objects residing on remote machines. We discuss two models for remote message sends, describe our current implementation, and suggest areas for future research.

17 Social presence in Web surveys Mick P. Couper, Roger Tourangeau, Darby M. SteigerMarch 2001 **Proceedings of the SIGCHI conference on Human factors in computing systems****Publisher:** ACM PressFull text available:  pdf(379.17 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Social interface theory has widespread influence in the field of human-computer interaction. The basic thesis is that humanizing cues in a computer interface can engender responses from users similar to human-human interaction. In contrast, the survey interviewing literature suggests that computer administration of surveys on highly sensitive topics reduces or eliminates social desirability effect, even when such humanizing features as voice are used. In attempting to reconcile th ...

Keywords: Web surveys, social desirability, social interfaces**18 Illustration and image based modeling: MoXi: real-time ink dispersion in absorbent** paper

Nelson S.-H. Chu, Chiew-Lan Tai

July 2005 **ACM Transactions on Graphics (TOG)**, Volume 24 Issue 3**Publisher:** ACM PressFull text available:  pdf(801.43 KB)  mov(24:27 MIN) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper presents a physically-based method for simulating ink dispersion in absorbent paper for art creation purposes. We devise a novel fluid flow model based on the lattice Boltzmann equation suitable for simulating percolation in disordered media, like paper, in real time. Our model combines the simulations of spontaneous shape evolution and porous media flow under a unified framework. We also couple our physics simulation with

simple implicit modeling and image-based methods to render hig ...

Keywords: eastern ink painting, fluid simulation, lattice boltzmann equation, physically-based modeling

19 Revealing the realities of collaborative virtual reality

 Mike Fraser, Tony Glover, Ivan Vaghi, Steve Benford, Chris Greenhalgh, Jon Hindmarsh, Christian Heath

September 2000 **Proceedings of the third international conference on Collaborative virtual environments**

Publisher: ACM Press

Full text available:  pdf(196.31 KB) Additional Information: full citation, abstract, references, citings, index terms

We look at differences between the experience of virtual environments and physical reality, and consider making the technical limitations which cause these differences 'visible', aiming to provide resources to enhance communication between users. Three causes of such discrepancies are considered to illustrate this idea: field-of-view; haptic feedback; and network delays. For each, we examine ways of revealing the limitations of the virtual world as resources to better understand the intric ...

Keywords: desktop and immersive interfaces, haptic feedback, interaction techniques, network delays, realism

20 Architectural support for scalable speculative parallelization in shared-memory

 multiprocessors

Marcelo Cintra, José F. Martínez, Josep Torrellas

May 2000 **ACM SIGARCH Computer Architecture News , Proceedings of the 27th annual international symposium on Computer architecture ISCA '00**, Volume 28 Issue 2

Publisher: ACM Press

Full text available:  pdf(253.29 KB) Additional Information: full citation, abstract, references, citings, index terms

Speculative parallelization aggressively executes in parallel codes that cannot be fully parallelized by the compiler. Past proposals of hardware schemes have mostly focused on single-chip multiprocessors (CMPs), whose effectiveness is necessarily limited by their small size. Very few schemes have attempted this technique in the context of scalable shared-memory systems. In this paper, we present and evaluate a new hardware scheme for scalable speculative parallelization. This de ...

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